



**MODEL 8029 P/N 82355100 Rev.A**

**Tiger Woods Ultimate 18™**

For 1 or 2 players / Ages 8 and up

INSTRUCTION MANUAL

**PLEASE NOTE:** To exit demo mode, push the **"RESET"** button on the front of the game.

Fore! With Ultimate 18™, you'll enjoy the excitement and realistic action of professional golf—rain or shine, all year round. Choose your skill level, and set out on the green. You can play through all 18 holes, take a few practice shots, or work on your swing at the driving range. Ready to play?

## BUTTON FUNCTIONS

**On/Hit** - Press this button to turn the game on and to hit the ball

**Directional Buttons** - Press any of the directional buttons to select game mode and move the aiming cursor over the course.

**Enter** - Enters a selection.

**Sound** - Turns sound on and off.

**Mulligan** - Replays the last ball position. (For practice mode only.)

**New Game/Best Score** - Starts a new game/Checks the highest score.

**Reset** - Resets the game.

## SKILL LEVEL

There are three skill levels: Beginner, Amateur and Pro. These refer to the skill level required to hit a ball, with Beginner being the easiest and Pro being the most difficult.

## GAME MODES

There are three game modes: Practice, Tour and Range. One or two players may play tour mode.

## USING THE AIMING CURSOR

The Aiming Cursor appears on the course as a cross of five small dots. The flashing center dot shows your target area.

- The Aiming Cursor is located at the maximum distance that the selected club can hit the ball.
- You will use the Aiming Cursor to aim the ball. Wherever the Cursor is, the ball will land there - if you make a perfect swing. When aiming the cursor, be sure to check the wind direction. The wind direction and swing are the two main factors determining where your shot will land.
- To move the Aiming Cursor around the course, use the directional keys. As you move the Cursor, your club settings will change according to how far the Cursor is from you.

## CLUB SELECTION

The game will automatically choose the best club for each shot. The number of the club you are using is displayed in the center of the golf ball at the bottom of the screen.

1 - Wood	6 - Iron
3 - Wood	7 - Iron
3 - Iron	8 - Iron
4 - Iron	9 - Iron
5 - Iron	Pitching Wedge
	Sand Wedge

## GETTING STARTED

Press the **ON/HIT** button to turn on the game.

- Next, you will see "Practice" flashing on the bottom of the screen. You will also see "Tour" and "Range". To choose "Practice", press the enter key. To choose "Tour" or "Range", press any of the four (4) directional buttons to make your selection, then press enter.

- If you selected "Tour" mode, you will see a player number icon flash. To choose one player, press enter, to choose two players, press any of the four directional keys and press enter. **NOTE:** If you are not on Hole 1, you will see the **SCROLL** icon with an arrow pointing in the direction that you need to manually scroll the film to get back to the first hole.



- If you selected "Practice Mode", you can begin your game from any hole on the course. After you have scrolled to the desired hole, either wait about two (2) seconds to confirm your hole selection or press enter to confirm your selection.
- If you selected "Range" mode you will need to scroll the film until you see the Driving Range hole.
- Next you will see "Pro", "Am" and "Beg". "Pro" will be flashing.
- To choose "Pro" (Professional) press enter. To choose "Am" (Amateur), press any directional key one time and press enter. To choose "Beg" (Beginner), press any directional key two times and press enter.
- Once you have made your selection and entered them, you will see icons indicating wind direction, distance to the pin, score register, swing meter and best club selection (the computer will choose your best club automatically).
- You will also see a flashing aim cursor in the fairway that shows the maximum distance that the selected club can hit the ball if you succeed in making "the perfect swing".

- The aiming cursor can be moved around the fairway by using the four directional buttons. However, it will not move to a spot further than where the designated club can hit. You will notice that as the cursor is moved, the club selection will change, if needed, automatically.

## PLAYING THE GAME

- To start a swing, you must press the **ON/HIT** button to activate the back swing. Then, press the **ON/HIT** button again to terminate the back swing and swing the club forward to hit the ball.
- Once you land on the green, the screen will briefly display the distance the ball was hit and then show the updated distance to the pin (based on the new ball position). Your score will be updated to reflect the number of strokes it took you to reach the green. Now you must putt. The computer will choose the best putter for you automatically and display how far it can putt. To putt the ball, follow the above instruction. When the ball goes into the hole, you will see an update of your score.

**Hint:** When swinging the putter, be sure to check the icons indicating direction to pin and putter index. These two factors will help you to determine at which level on the swing meter should be reached to get the perfect putt.

- Now you will see the **"SCROLL"** icon prompting you to scroll the film to the next hole. **NOTE:** The game will not respond to any player inputs unless it is on the correct background frame.

## SCORING

Your score will count the number of strokes for the current hole. After the hole is completed, your score will show the score against par (+ or -).

## CLUB DISTANCE BREAKDOWN

CLUB	DISTANCE HIT (100% NO WIND)		
	FAIRWAY	ROUGH	BUNKER
1 WOOD	275	248	220
3 WOOD	250	225	200
3 IRON	205	185	164
4 IRON	195	176	156
5 IRON	185	167	148
6 IRON	172	155	138
7 IRON	160	144	128
8 IRON	148	133	118
9 IRON	135	122	108
P WEDGE	120	108	96
S WEDGE	90	80	72

## BATTERY INSTALLATION

This game is powered by two (2) AA batteries. The battery compartment is located on the bottom of the game.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.

- Insert two AA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

**Adult supervision is recommended when changing batteries.**

## CAUTION

- As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.
- Do not dispose of batteries in fire, batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

## MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or temperature extremes.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

**Keep this manual because it contains important information.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

THE NAME, LIKENESS AND OTHER ATTRIBUTES OF TIGER WOODS, THE "TIGER WOODS" LOGO, AND THE NAME, LOGOS, AND OTHER INDICIA OF NIKE, INC. REPRODUCED ON THIS PRODUCT ARE THE TRADEMARKS AND COPYRIGHTED DESIGNS, AND/OR OTHER FORMS OF INTELLECTUAL PROPERTY, THAT ARE THE EXCLUSIVE PROPERTY OF TIGER WOODS, ETW CORP., AND/OR NIKE, INC. AND MAY NOT BE USED IN WHOLE OR IN PART, WITHOUT THEIR RESPECTIVE WRITTEN CONSENTS.

EA SPORTS, THE EA SPORTS LOGO ARE TRADEMARKS OR REGISTERED TRADEMARKS OF ELECTRONIC ARTS, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL RIGHTS RESERVED. EA SPORTS™ IS AN ELECTRONIC ARTS™ BRAND. ALL OTHER TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.



**RADICA:®**  
ULTIMATE 18 IS A TRADEMARK OF RADICA CHINA LTD.  
© 2000 RADICA CHINA LTD.  
PRODUCT SHAPE™  
ALL RIGHTS RESERVED